AMENDMENTS TO THE CLAIMS

1. – 20. (Cancelled)

21. (Currently amended) A method of providing synchronization of a video presentation with an audio presentation, comprising:

    providing for display on a user <u>editing</u> system an interactive user interface, the interactive user interface including:

        an audio waveform corresponding to digital samples of audio over time;

        time information displayed in association with the audio waveform;

        a cue insertion interface that enables a user to insert <u>a</u> cue at one or more locations with respect to the audio waveform,

            wherein the cue is configured to cause a modification with respect to the abstract visual presentation in synchronization with the audio presentation when <u>the audio presentation is audibly played back, with the abstract visual presentation, via a playback device associated with a viewer of the abstract visual presentation, wherein the viewer playback device is separate from the editing system;</u>

    receiving a first signal from a user input device to designate a cue at a first location with respect to the audio waveform; and

    storing the designated cue in computer readable memory.

22. (Previously presented) The method of claim 21, the method further comprising providing for display via the interactive user interface at least left and right audio channel waveforms.

23. (Previously presented) The method of claim 21, wherein the first signal indicates the beginning of a guitar riff.

24. (Previously presented) The method of claim 21, the method further comprising automatically inserting at least one cue with respect to the audio based at least in part on a signal received from an automated lighting system used to light a live performance.

25. (Previously presented) The method of claim 24, wherein the signal from the automated lighting system is a spotlight-on signal, a spotlight color signal, or a spotlight position signal.

26. (Previously presented) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on monitoring of stage lighting effects.

27. (Previously presented) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on a singer's singing.

28. (Previously presented) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on information from a microphone and/or based at least in part on information from a vibration sensor located on or near an instrument.

29. (Previously presented) The method of claim 21, the method further comprising inserting at least one cue with respect to the audio based at least in part on a filter analysis on the power of a plurality of audio frequency bands.

30. (Previously presented) The method of claim 29, wherein the filter analysis cue includes a value to indicate an audio frequency band's strength over an interval of time.

31. (Previously presented) The method of claim 29, wherein the filter analysis cue includes an indication that a signal of a selected frequency component of having a strength above a predetermined threshold value is present in the audio waveform.

32. (Previously presented) The method of claim 21, the method further comprising using mixing board automation to generate at least one cue.

33. (Previously presented) The method of claim 21, the method further comprising using a track pan value to generate a cue.

34. (Previously presented) The method of claim 21, the method further comprising using track fader adjustments, bus volume, and/or effects send and return levels to generate one or more cues.

35. (Previously presented) The method of claim 21, the method further comprising using an output from a reverb device and/or compressor device to generate one or more cues.

36. (Previously presented) The method of claim 21, the method further comprising providing for display text describing the cue with the cue, and providing for display abbreviated text describing a second cue in association with the second cue, wherein the abbreviation is performed at partly in response to a spacing of the second cue with respect to another cue.

37. (Previously presented) The method of claim 21, wherein the designated cue is a rotation cue indicating a rotation speed of at least a first displayed object.

38. (Previously presented) The method of claim 21, wherein the cue is a mood cue.

39. (Previously presented) The method of claim 21, wherein the designated cue indicates the location of a beat in the audio waveform.

40. (Previously presented) The method of claim 21, wherein the cue includes a cue identifier indicating a cue type and data indicating a visualization engine that the cue identifier follows.

41. (Previously presented) The method of claim 21, wherein the designated cue is included in a file separate from the audio presentation, the method further comprising accessing the file over a network separately from the audio.

42. (Previously presented) The method of claim 21, wherein the designated cue is included embedded with the audio presentation.

43. (Previously presented) The method of claim 21, the method further comprising:

      accessing the designated cue from memory;

      accessing the digital audio samples from memory;

      providing the audio presentation for display in association with the visual presentation using the designated cue.

44. (Currently amended) A tangible, non-transitory computer-readable medium having computer-executable instructions stored thereon that, if executed by a computing device, cause the computing device to perform operations comprising:

providing for display on a user <u>editing</u> system an interactive user interface, the interactive user interface including:

an audio waveform corresponding to digital samples of audio over time;

time information displayed in association with the audio waveform;

a cue insertion interface that enables a user to insert <u>a</u> cue at one or more locations with respect to the audio waveform,

wherein the cue is configured to cause a modification with respect to the abstract visual presentation in synchronization with the audio presentation when <u>the audio presentation is audibly played back, with the abstract visual presentation, via a playback device associated with a viewer of the abstract visual presentation, wherein the viewer playback device is separate from the editing system;</u>

receiving a first signal from a user input device to designate a cue at a first location with respect to the audio waveform; and

storing the designated cue in computer readable memory.

45. (Previously presented) The tangible, non-transitory computer-readable medium of claim 44, the method further comprising providing for display via the interactive user interface at least left and right audio channel waveforms.

46. (Previously presented) The tangible, non-transitory computer-readable medium of claim 44, the operations further comprising automatically inserting at least one cue with respect to the audio based at least in part on a signal received from an automated lighting system.

47. (Previously presented) The tangible, non-transitory computer-readable medium of claim 44, wherein the cue includes a cue identifier indicating a cue type and data indicating a visualization engine that the cue identifier follows.

48. (Previously presented) The tangible, non-transitory computer-readable medium of claim 44, wherein the designated cue is included in a file separate from the audio presentation, the operations further comprising accessing the file over a network separately from the audio.

49. (Currently amended) An apparatus for providing an audio presentation, the apparatus comprising:

> a processor;

> tangible computer-readable medium having processor-executable instructions stored thereon that, if executed by processor, cause the processor to perform operations comprising:

>> providing for display on a user <u>editing</u> system an interactive user interface, the interactive user interface including:

>>> an audio waveform corresponding to digital samples of audio over time;

>>> time information displayed in association with the audio waveform;

>>> a cue insertion interface that enables a user to insert <u>a</u> cue at one or more locations with respect to the audio waveform,

>>>> wherein the cue is configured to cause a modification with respect to the abstract visual presentation in synchronization with the audio presentation when <u>the audio presentation is audibly played back, with the abstract visual presentation, via a playback device associated with a viewer of the abstract visual presentation, wherein the viewer playback device is separate from the editing system;</u>

>>> receiving a first signal from a user input device to designate a cue at a first location with respect to the audio waveform; and

>>> storing the designated cue in computer readable memory.

50. (Previously presented) The apparatus of claim 49, the method further comprising providing for display via the interactive user interface at least left and right audio channel waveforms.

51. (Previously presented) The apparatus of claim 49, the method further comprising automatically inserting at least one cue with respect to the audio based at least in part on a signal received from an automated lighting system.

52. (Previously presented) The apparatus of claim 49, wherein the cue includes a cue identifier indicating a cue type and data indicating a visualization engine that the cue identifier follows.

53. (Previously presented) The apparatus of claim 49, wherein the designated cue is included in a file separate from the audio presentation, the method further comprising accessing the file over a network separately from the audio.